THE JUNIOR WOODCHUCK GUIDE

Disney's DuckTales

Amiga® Player Instructions

CASHING IN ON DUCKTALES THE QUEST FOR GOLD

GETTING STARTED:

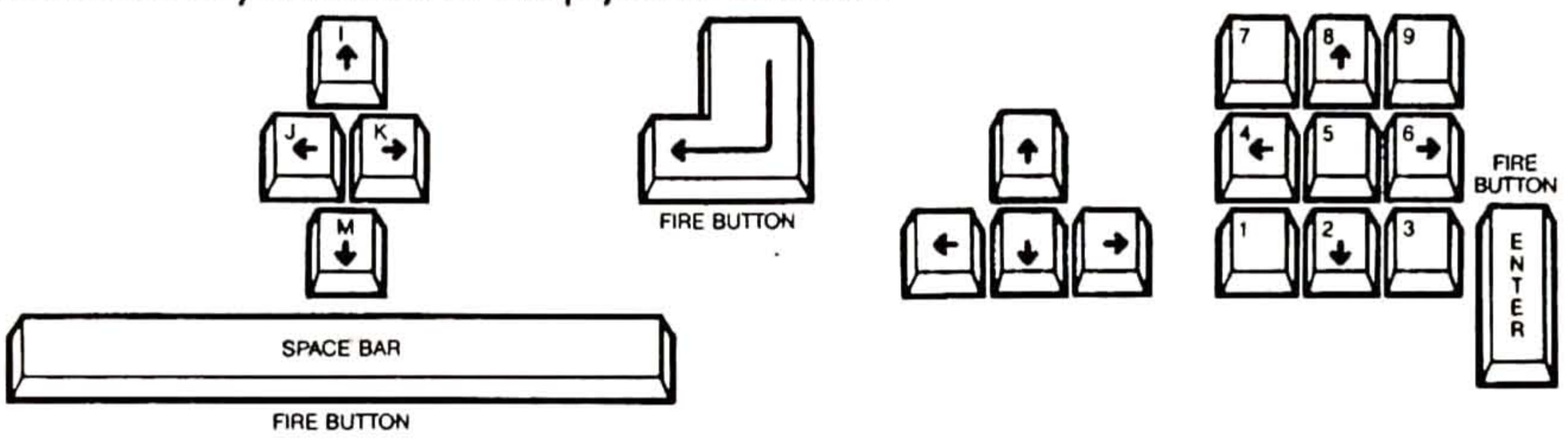
Insert Disk #1 into drive DF0 with the label side up. If you have two disk drives, insert Disk #2 into the other drive. For more game and hard disk information, click on the README and INFO icons visible when Disk #1 is opened from Workbench. If you have a joystick, plug it into Port 2. Turn on your monitor and computer. The game will start automatically.

THE CONTEST:

Flintheart Glomgold has challenged Scrooge McDuck to a contest. Whoever can collect the most money in thirty days will become Dime Magazine's Duck of the Year. Help Scrooge and his friends win the contest by traveling all over the world and finding treasures. Return to the Isle of Macaroon at the end of the thirty days to weigh your money against Glomgold's. May the better duck win!

HOW TO PLAY:

Play using either joystick or keyboard controls. You can use these keys instead of the joystick controls:



Difficulty Level: When the game asks you to select the difficulty level, move the joystick UP or DOWN then press the FIRE BUTTON to select EASY MONEY, STANDARD WAGES or HARD EARNED CASH.

Scrooge's Office: The game begins at Scrooge's office. Move the joystick LEFT, UP or RIGHT then press the FIRE BUTTON to select INVESTMENTS, MONEY BIN or CONTROL CENTER.

Investments: Help Scrooge score big in the stock market. Move the joystick UP or DOWN then press the FIRE BUTTON to read about a stock. Look up the stock's chart in the Junior Woodchuck Guide and find out if it is selling for a low or high price. Move the joystick LEFT or RIGHT and press the FIRE BUTTON to choose your next activity.

Chart: Choose another stock
Buy: Buy shares of your chosen stock
Sell: Sell shares of your chosen stock

Choose "RETURN TO OFFICE" from the company list when you are finished making your investments.

Money Bin: Take a dive into Scrooge's Money Bin. Press the FIRE BUTTON to make Scrooge jump. If you're lucky, you may find a rare coin.

Control Center: The first time you use the Control Center, a secret message will appear. Use Gyro's Secret Code from the Junior Woodchuck Guide to decode the message. Move the joystick and press the FIRE BUTTON to select the correct decoded message. You will then see Scrooge's World Map.

World Map: Use the joystick to move the map pointer over the map. The name of the nearest treasure location will appear above the map.

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When you are at the office press the FIRE BUTTON to read about the treasure. Then move the joystick LEFT or RIGHT and press the FIRE BUTTON to choose your next activity.

Map: Read about another place
Airplane: Fly Launchpad's airplane
Atom: Use Gyro's matter transmitter (this picture will appear only if you found bombastium and are at the office).

If you are looking at the map while away from the office, pressing the FIRE BUTTON will immediately send you on your journey; you will not read about the location first. You can only go to a location where neither you nor Glomgold has found the treasure.

Launchpad's Airplane: Hold down the FIRE BUTTON to pull out of the hangar. Pull the joystick DOWN to loop up (counter-clockwise) into the sky. Once airborne, continue holding the FIRE BUTTON down to speed up; release it to slow down. Push the joystick UP to loop down (clockwise).

When Glomgold races against you to the same destination, his airplane will appear in the sky. The indicator at the bottom of the screen keeps track of your positions. Stay away from clouds and other objects that send you in the wrong direction. If you bounce off the ground too many times, it will cost you time and money. Try to safely reach the hangar at the end of your trip.

Mountain Climbing: Move the joystick UP to jump up to a ledge, jump over boulders or enter a cave; DOWN to duck from slingshot pellets; LEFT to walk left; and RIGHT to walk right. Hold down the FIRE BUTTON to spin the rope; release it to throw the rope on a ledge.

Watch out for falling objects and ledges holding enemies such as the Beagle Boys. Caves can help you travel quickly through the mountain, but stay away from caves having eyes. Animals will come out and knock you down. If you fall too far, that nephew will be unable to go on.

Jungle Survival: Move the joystick UP to climb or jump on springy branches, DOWN to climb down or duck while on floating animals, LEFT to walk left, and RIGHT to walk right. Press the FIRE BUTTON to hop. Use swinging vines and springy branches to reach distant trees. Cross rivers by hopping across the heads of floating animals, but avoid all other animals. If you fall or sink, that nephew will be unable to go on.

Cave Exploring: All caves are laid out diagonally so the pathways crisscross like an X. Hold the joystick UP to face to the back and to the right, DOWN to face forward and to the left, RIGHT to face forward and to the right, and LEFT to face back and to the left. Press the FIRE BUTTON while holding the joystick in the various positions to begin walking.

Your map shows the cave as a maze. Depending on the difficulty level, it will also show your location, the location of slime caves, the mummy and the treasures. Your location (Scrooge) is represented by a blue dot, slime caverns are green dots, the mummy is a blue dot and the treasure is a yellow dot.

Photo Safari: Move the joystick LEFT, UP or RIGHT to point the camera, and press the FIRE BUTTON to take a picture. Don't waste your film on photographs of ordinary animals; your camera has only twelve shots. Look in the Junior Woodchuck Guide to find pictures of the rare animals.

The Scales of Macaroon: Travel to Macaroon to deposit your gold safely and compare it against Glomgold's. You will automatically go there after thirty days; whoever has the most money is the winner.

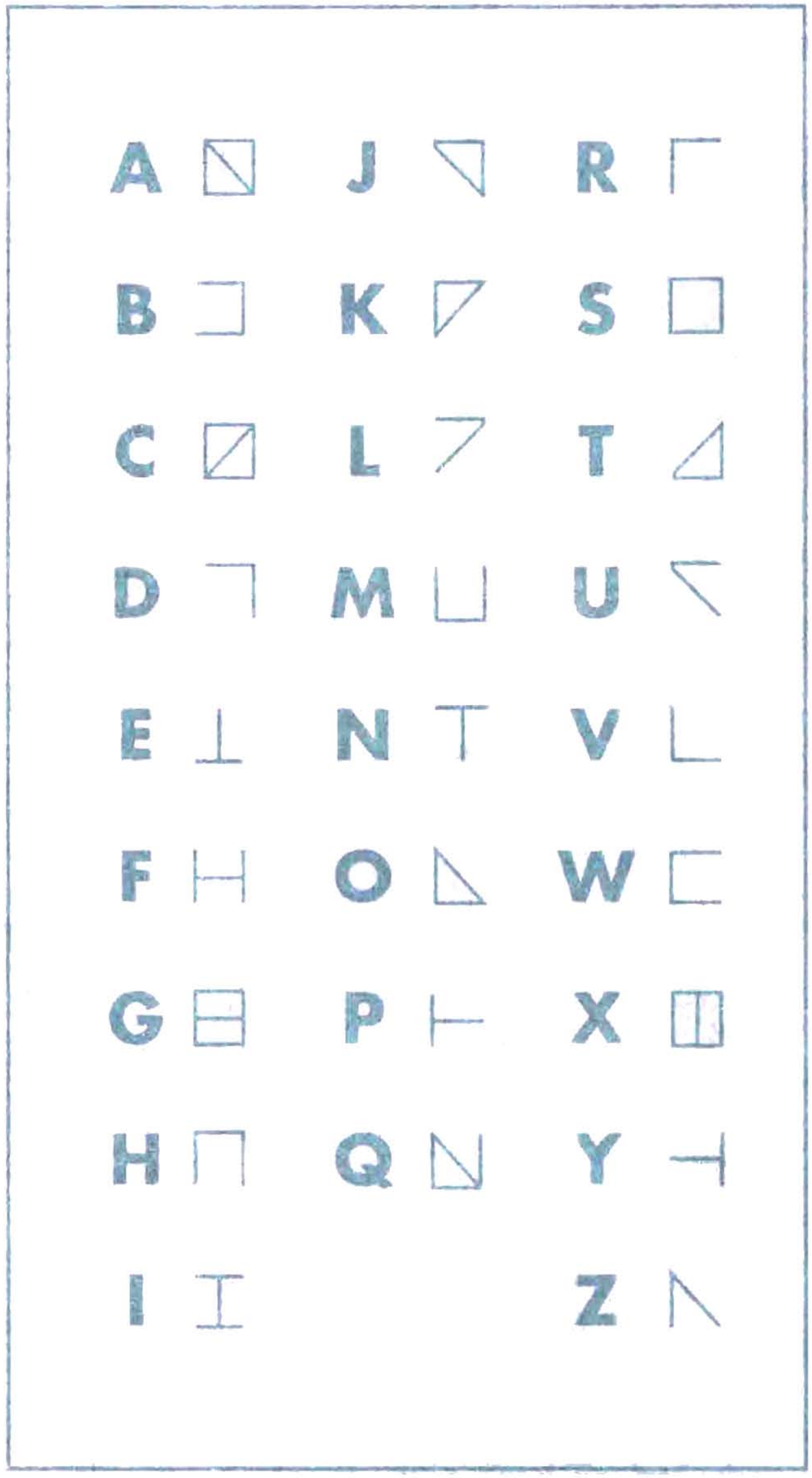
NOTES:

1. Press the FIRE BUTTON or SPACEBAR to skip over the introduction.
2. Press the S key to toggle the sound on and off.
3. Press the P key to pause the game.
4. Press the ESC, Q or F1 keys to quit the game.
5. For more information, see the Junior Woodchuck Guide.

61002AMOQ © The Walt Disney Company. Amiga is a registered trademark of Commodore-Amiga, Inc.

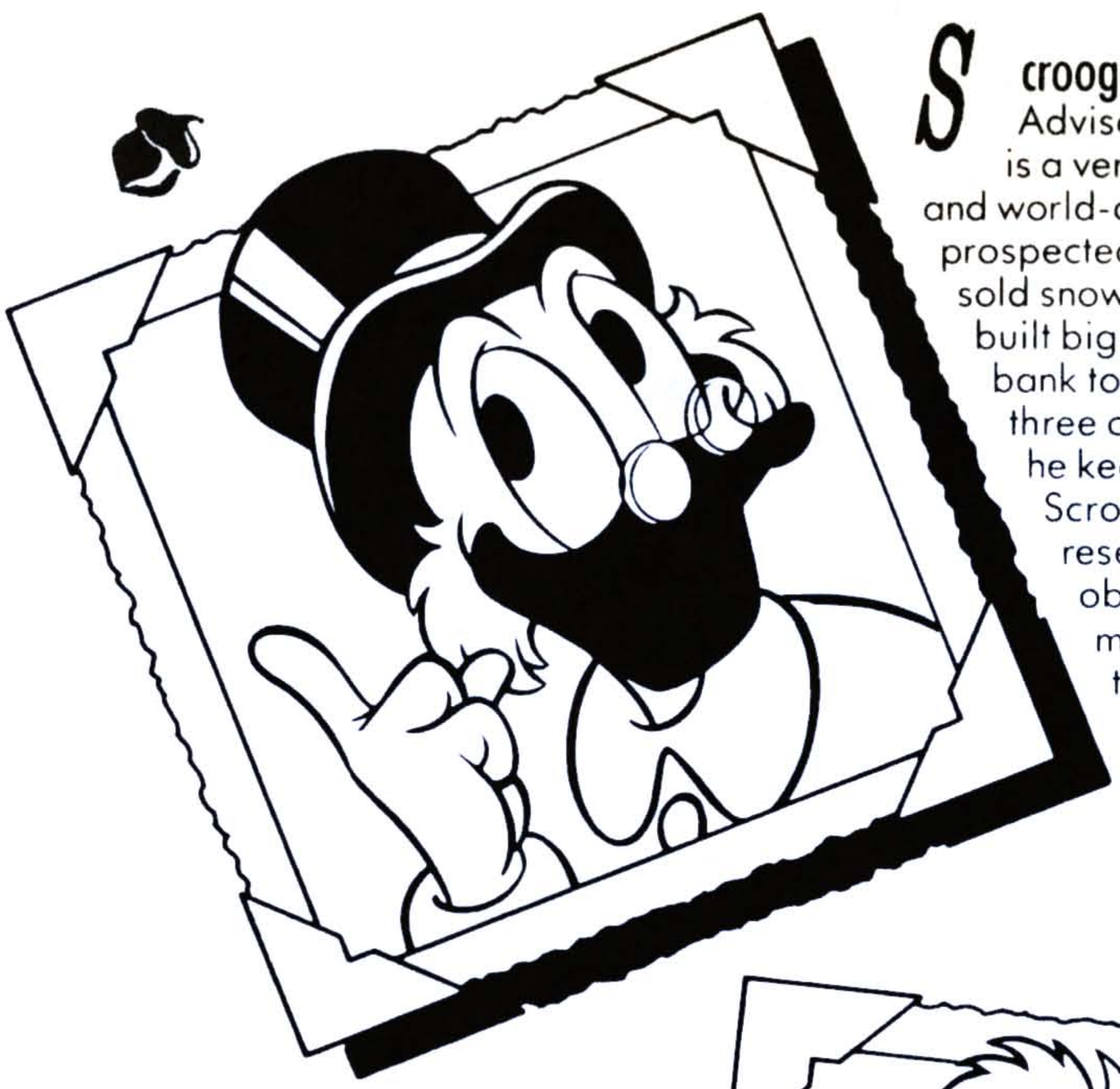
This sheet contains the secret code you will need to unlock the adventures awaiting you in DUCKTAILS: The Quest for Gold.

When you first look at the Control Console, you will see a secret password written in code. Use the symbols on this sheet to decode the password. This will allow you to begin your quest.

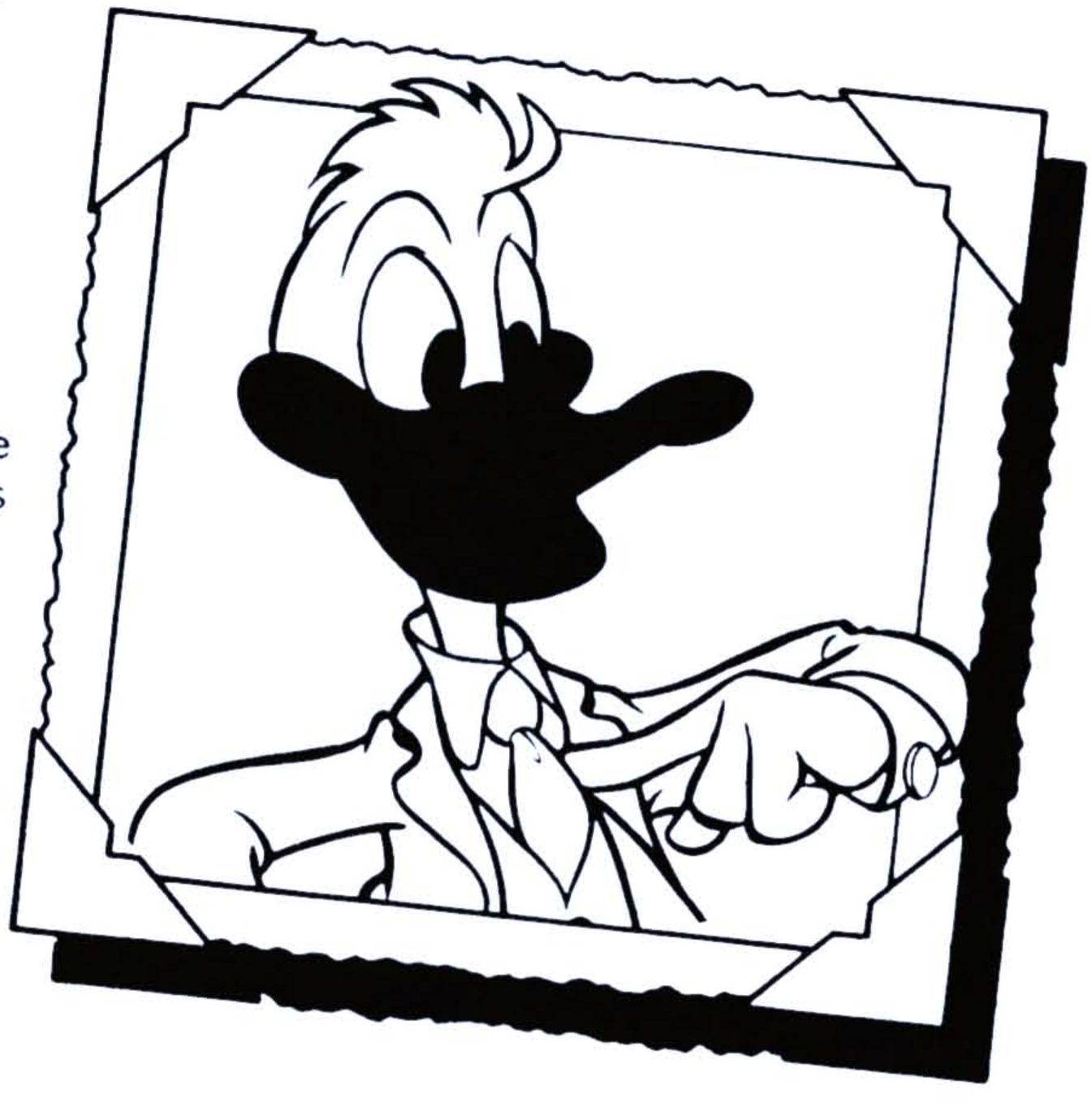


THE JUNIOR WOODCHUCK BOARD OF ADVISORS

The Junior Woodchucks are grateful to the following individuals who have graciously contributed their expertise to Junior Woodchucks everywhere.



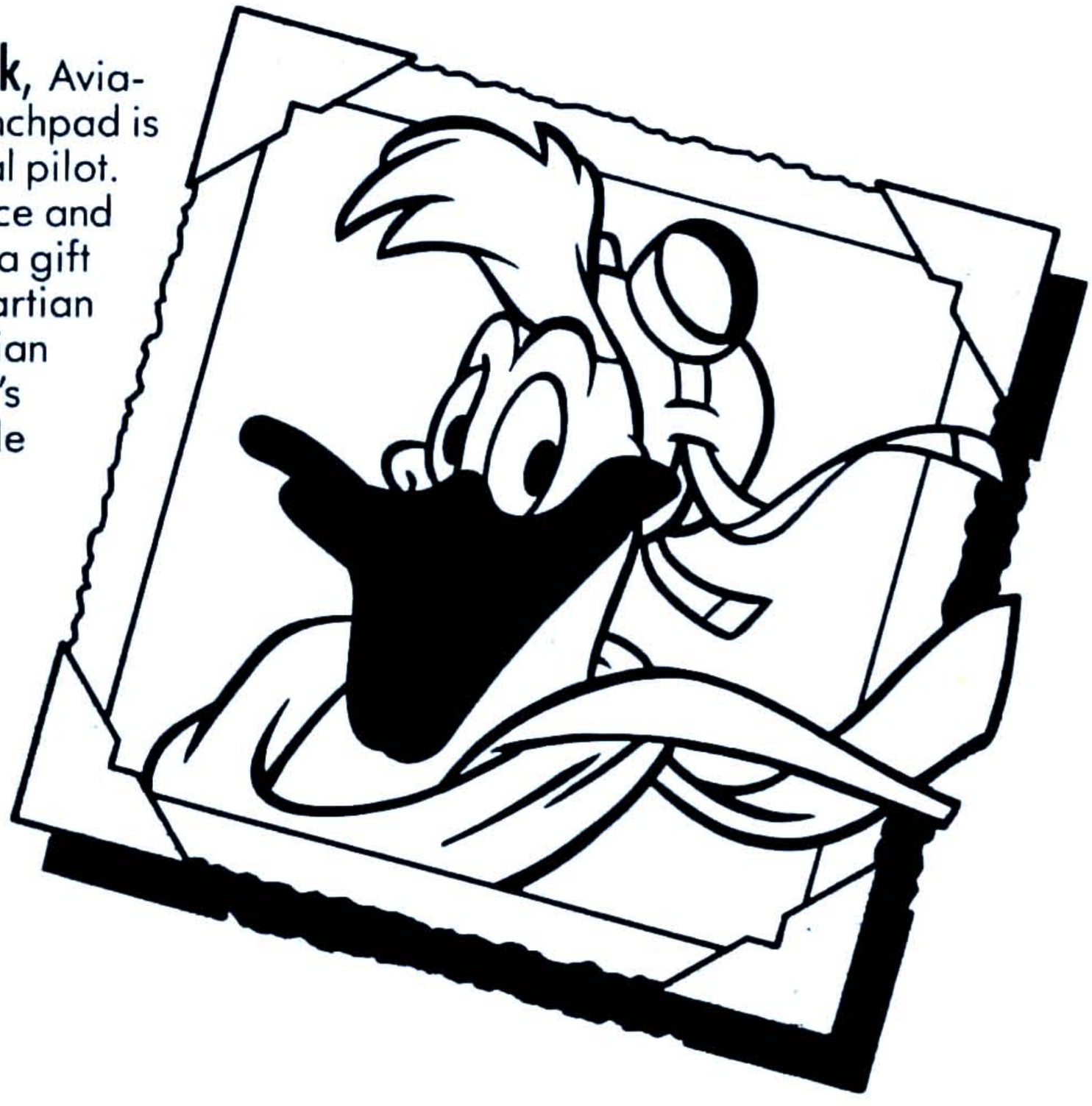
Scrooge McDuck, Money Advisor – This tough old bird is a very crafty businessman and world-class adventurer. He has prospected for platinum in Peru, sold snowcones in the Sahara, and built big businesses from Burbank to Bora Bora. The result – three cubic acres of cash that he keeps in his Money Bin. To Scrooge, the Money Bin represents challenges met and obstacles overcome. "I made it by being tougher than the toughies, and smarter than the smarties," he boasts.



Fenton Crackshell, Investment Advisor – Formerly Chief Bean Counter at the Duckburg Bean Factory, Fenton is now Scrooge's accountant. Scrooge values Fenton's ability to count faster than the speed of sound, although Fenton's judgement is not always very sound. (Fenton once dumped all of Scrooge's cash into Lake Doughbegone, hoping to turn it into liquid assets.)

Gyro Gearloose, Science Advisor—One of the world's foremost inventors, Gyro has invented such useful devices as the hydraulic toothpick, portable skyscraper and megawatter pogostick. He now sets up shop in his "Brainstorming Barn", where he dedicates his life to finding complex solutions to simple problems.

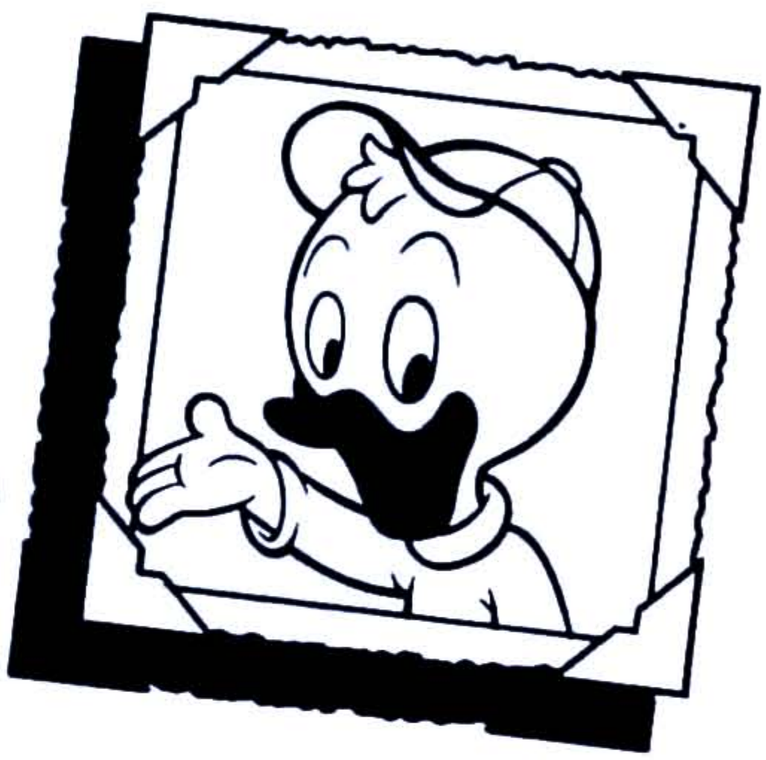
Launchpad McQuack, Aviation Advisor—Launchpad is Scrooge's personal pilot. His dashing self-confidence and gung-ho attitude give him a gift with any vehicle from a Martian space fighter to a Mongolian shopping cart. Launchpad's many flying records include Most Crashes per Year, Shortest Flight on Record, and Most Barns Stormed. He was recently awarded the prestigious "Cooked Goose" trophy, presented to "the flyer most likely to use his parachute."



JUNIOR ADVISORY PANEL

Contributing to the Junior Woodchuck Guide is the highest honor that a Junior Woodchuck can earn. For this edition, four youngsters have been chosen for their outstanding contributions to the art and craft of Woodchucking.

Huey, Mountaineering Merit Badge Holder — Scrooge's nephew Huey earned his merit badge by making the fastest recorded climb up Mount Howling Peak: 4 hours and 26 minutes (he was being chased by a Wham Ram at the time).

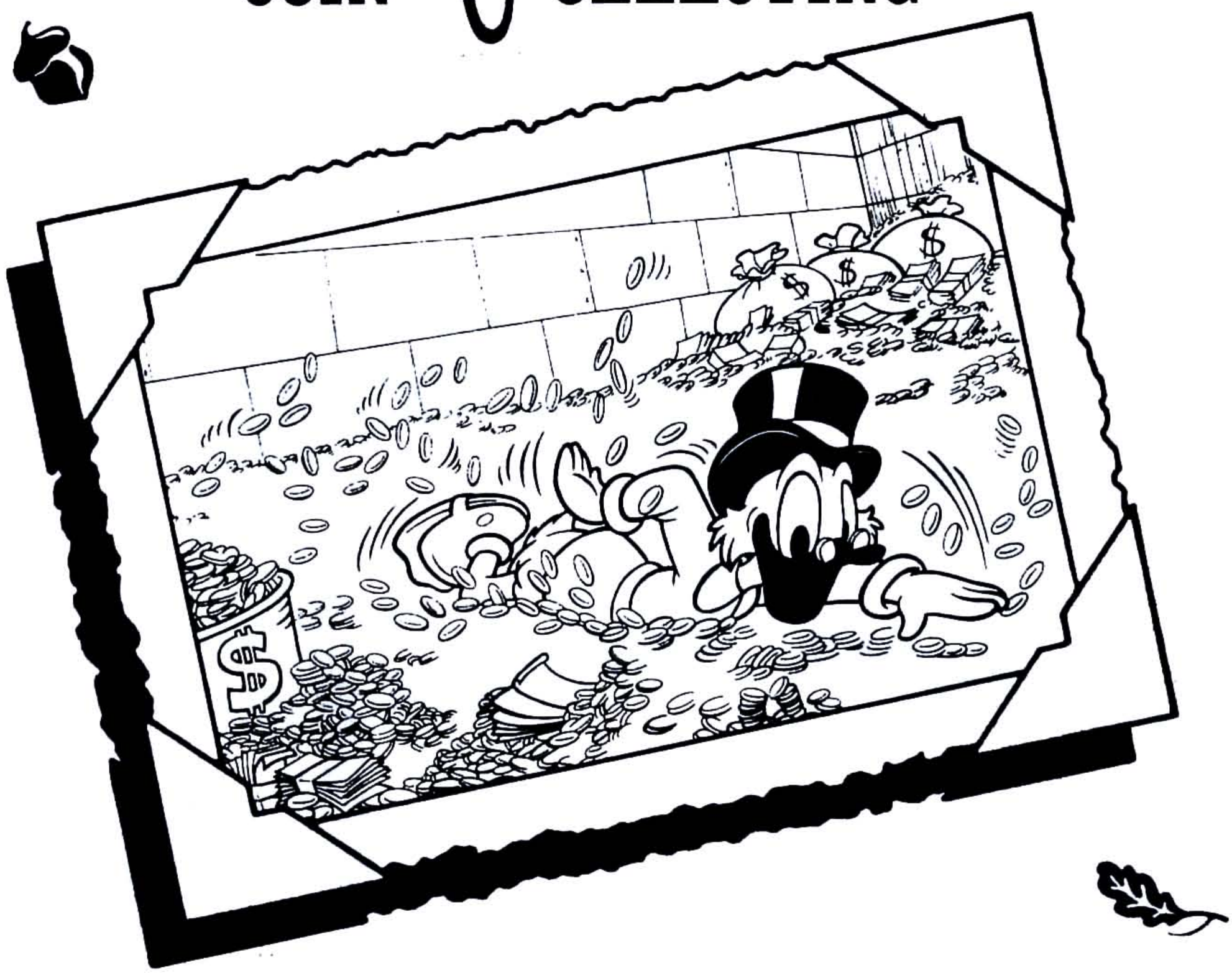


Dewey, Jungle Survival Merit Badge Holder — Dewey earned his Merit Badge by rescuing a Junior Woodchuck troop lost in the Amazon for nine weeks. Dewey's advice to Troop leader Doofus: "Never keep your compass and your magnet in the same pocket!"

Louie, Spelunking Merit Badge Holder — Louie earned his merit badge exploring caves in China with his uncle, Scrooge McDuck. In a forgotten cavern he discovered the earliest known cave paintings, the work of the ancient "Peking Duck". Louie reported, "Well, I don't know if it's art, but I know what I like!"

Webby, Wildlife Photography Merit Badge Holder — Webby's special way with wild animals got her the photographs that earned her this merit badge. Her ability to handle wild animals often comes in handy on adventures with Scrooge McDuck. After all, she has to put up with Scrooge's nephews!

COIN COLLECTING



SAVING MAKES CENTS

A wise Woodchuck knows the importance of saving his money. Why? So he has enough to pay his Junior Woodchuck dues, of course!

THE WORLD'S LARGEST COIN COLLECTION

All Junior Woodchucks can learn a lesson in "Saving Big" from Scrooge McDuck. His Money Bin contains zillions and zillions of dollars! (For those of you who haven't yet earned your Mathematics Merit Badge, a zillion is a "1" followed by *a lot* of zeros.)

GILDED TOURS

You can visit Scrooge's Money Bin by going to his office in Duckburg. Just open the safe next to his desk. Inside are even more coins than the pocket change under your sofa cushions.

Sometimes rare coins are found among ordinary pocket change. Scrooge knows this too, so every day he dives through his Money Bin. You should do this whenever you are in Duckburg, too. You may discover that one of your coins is worth more than you thought, and wouldn't that be nice for a change!

INVESTMENTS

MONEY MATTERS

It sure does! While saving your money is a good idea, it isn't enough to get you on the cover of *Dime Magazine*. A Junior Woodchuck with good business sense never passes up a good deal or a wise investment. One way to become a Fowl Street business tycoon is by investing in the stock market.

WHAT IS THE STOCK MARKET?

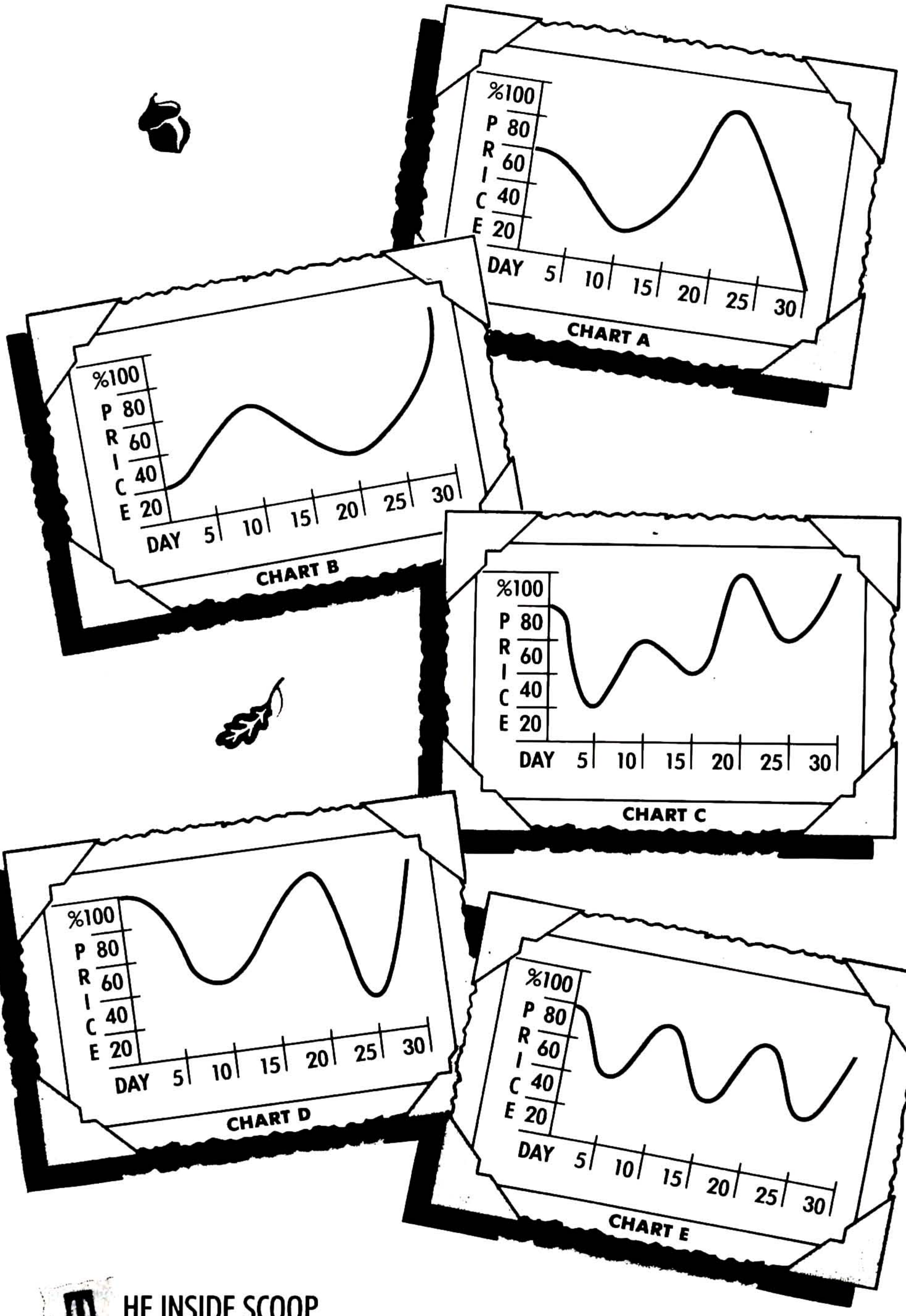
The Stock Market sells stocks, which are pieces of ownership in a business. Stocks are sold in units called "shares." When you buy a share of a business, you are buying a small piece of that business. So, when Scrooge McDuck tells his nephews to "share and share alike," you know he means *business*.

HOW TO GET RICH IN THE STOCK MARKET

Buy a share of a company at a low price, and sell it later at a higher price! It's that easy!

HOW TO EXCEED IN BUSINESS

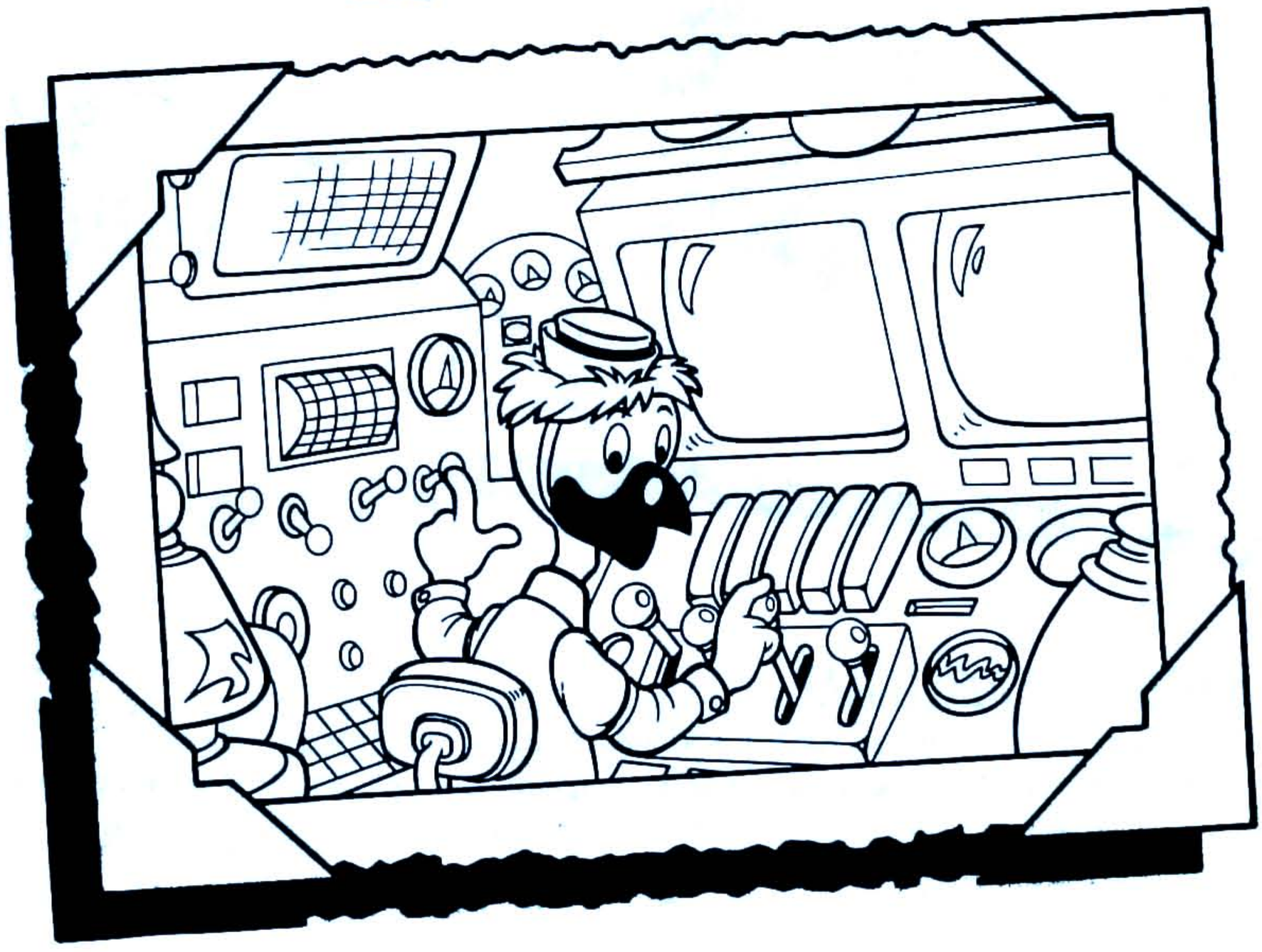
Well, it isn't *really* that easy, but Fenton has learned something that should help. All stocks in the Investments Portfolio at Scrooge's office follow a pattern shown on one of the five charts below. On some days, their prices fall very low (a good time to buy), while on other days their prices rise very high (an excellent time to sell). If you read these charts every day, and buy and sell at the right times, you'll find life to be a much richer experience.



THE INSIDE SCOOP

Handy as these charts are, they aren't foolproof. Sometimes Scrooge's arch enemy Flintheart Glomgold pulls shady deals to dramatically affect stock prices. Keep your eye on the business news to keep track of what's happening to your stock, or Glomgold might deal you out of this game.

SECRET CODES



SECRET MESSAGES

One of the first things that a Junior Woodchuck must learn is how to keep and send secrets. After all, you've heard the old joke about the three quickest ways to send messages across town: telephone, telegraph, and tell a duck. But seriously folks, one way to keep secret secrets secret is by using secret messages.

GYRO'S SECRET CODE

The Control Center in Scrooge's Office is protected by Gyro Gearloose's Super Anti-Spy Security System. It prevents Glomgold's henchmen, the Beagle Boys, from stealing Scrooge's business secrets. When you first look at the Control Console, you will see a secret password written in code. Use the Secret Code Sheet to decode it. Then select the correct password.

READING MAP

SCROOGE'S WORLD MAP

Preparation is the key to any journey, and a good map is the lock. That's why Scrooge McDuck keeps a world map under lock and key in his Control Center. After you decode the Control Center's secret password, you will see Scrooge's map of his worldwide operations.

HOW TO USE THE ELECTRONIC ATLAS

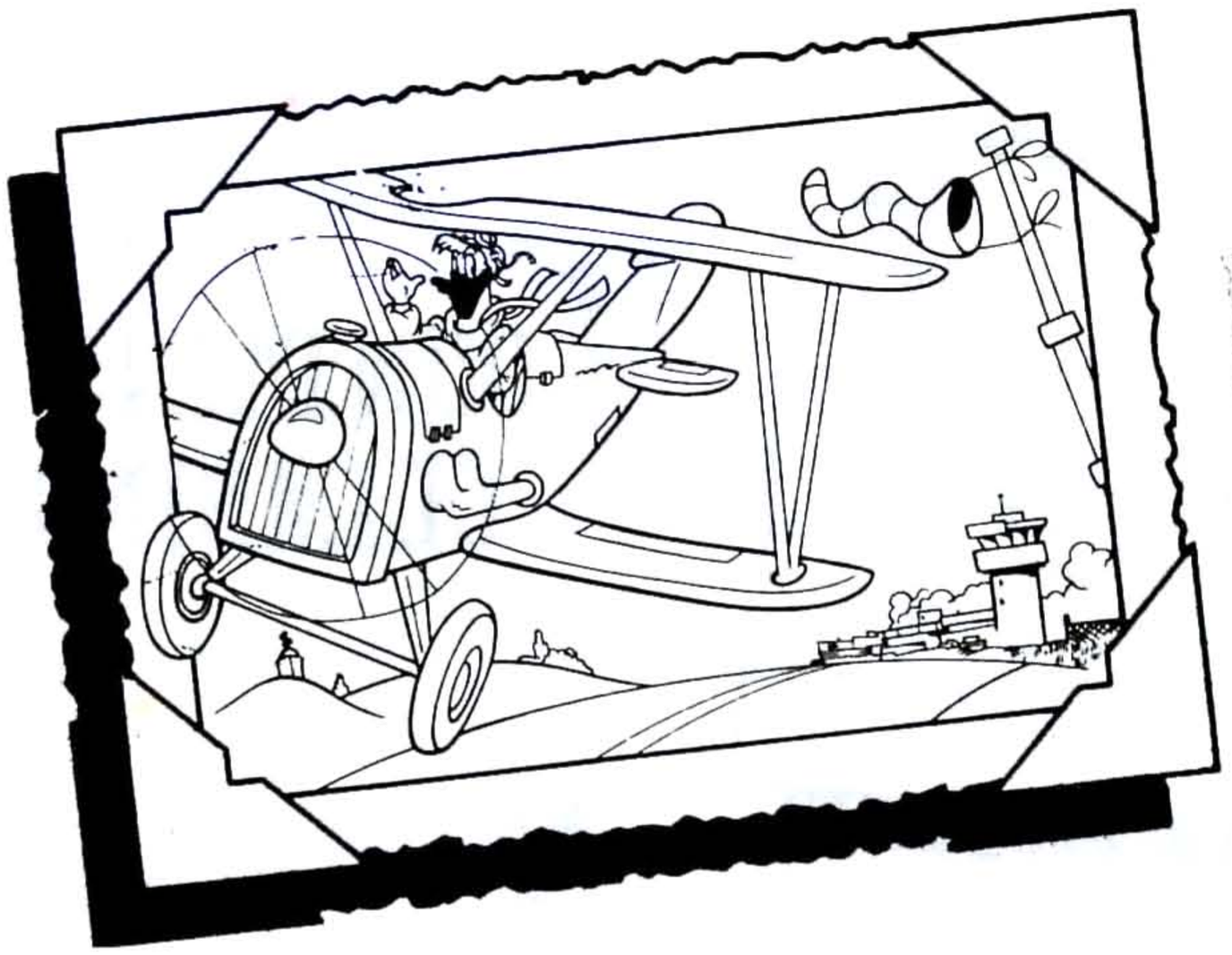
Scrooge has an electronic atlas built into his world map. To read about a treasure location, move the map pointer to that place and select it. The electronic atlas will tell you about the place, the treasures hidden there, and the travel time. If you want to read about another location, select the picture of the map at the bottom of the screen.

HOW TO FILE A FLIGHT PLAN

The map lists the time to travel to each treasure location. Once you decide where you want to go, select the airplane picture at the bottom of the screen, and Launchpad will prepare his airplane for the trip. (Let's hope he remembers to put fuel in it this time!)

IMPORTED MATTERS

If you find the rare mineral bombastium, Gyro will build a matter transmitter that can take you *anywhere* without the need for an airplane. The next time you return to Scrooge's office, a picture of an atom will appear on the Control Center location screen. Select the picture to use the matter transmitter instead of the airplane. (Warning: Gyro's machines don't always work right, and your mountain climbing expedition could end up in the middle of the Sahara.)



AVIATION

HOW TO TAKE OFF

Once you are seated in Launchpad's airplane, start up the engine throttle and roll out of the hangar. Listen to the engine. When it picks up speed, pull back on the stick and head up for the wild blue yonder. But don't fly too high, or you might hit your head on the altitude ceiling.

KEEPING YOUR HEAD OUT OF THE CLOUDS

Although clouds *look* harmless, you can get lost easily in them. Sometimes you'll come out backwards or even upside down! This can make your trip last even longer and cost you days. The same goes for mountains, powerlines, and anything else that looks thicker than air.

FLINTHEART'S FLYING CIRCUS

If you and Flintheart Glomgold are heading for the same place at the same time, you'll see his airplane flying nearby. Keep track of the race between you and Glomgold on the indicator at the screen's bottom. Whoever gets to the destination hangar first will have first chance at the treasure.

BARNSTORMING

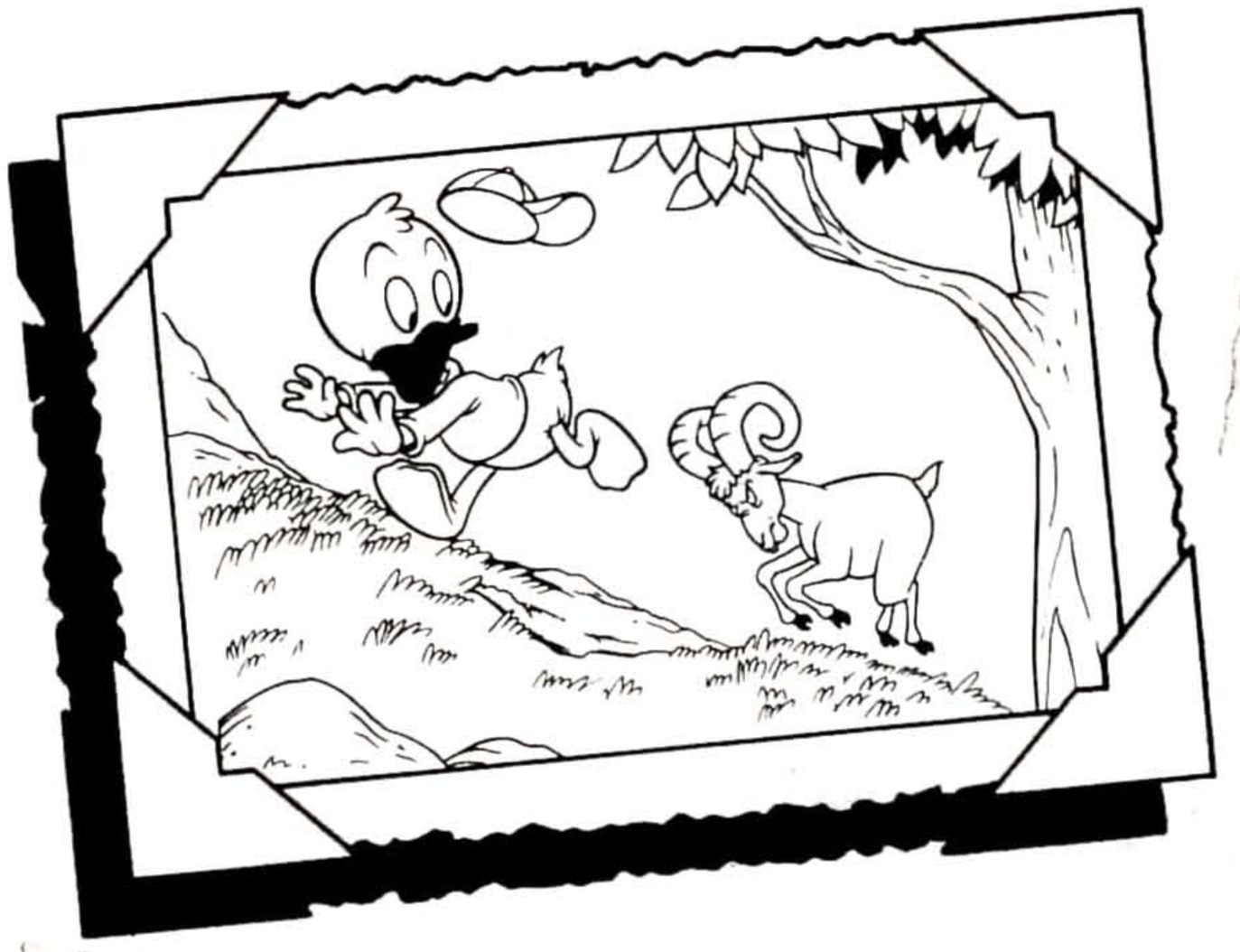
If you feel up to some fancy flying, try diving through a barn. Not only will you earn $50 for the stunt, the barn will also protect you from anvils, pianos and other objects that you would expect to fall from the sky when the Beagle Boys are around.

HOW TO LAND AN AIRPLANE—THE HARD WAY

Although Launchpad's airplane is made out of Flubber Aircraft's bounceable rubber construction, you can crash by hitting the hard ground too many times. It will then take Gyro several days to fix the airplane, and you might lose some of the money you have with you. But if you do crash, remember that any crash that you can walk away from is a good landing.

HOW TO LAND AN AIRPLANE—THE RIGHT WAY

Unless you enjoy wearing your goggles on your feet, the best place to land an airplane is in a hangar. As you approach your destination, you will see a sign saying "Airport 10 Feet." Head your plane down into the hangar and keep your fingers crossed that the doors are open.



MOUNTAIN CLIMBING

WHY CLIMB A MOUNTAIN?

If you answered "because it's there," you should have a long talk with a Woodchuck who's earned his Psychiatry Merit Badge. Any smart Junior Woodchuck will tell you the only good reason to risk your feathers is to find the treasure at the top.

USING CLIMBING GEAR

Use your rope and grappling hook to pull yourself up to ledges that are too high for jumping. Swing your rope for at least one half turn, then let it loose when it circles toward the direction you want to throw it. Once your rope snags a ledge, you can safely climb up. If you can't seem to hook onto a ledge, try standing in a different place or turning around and throwing the rope over your shoulder.

SOUND ADVICE

One of the greatest dangers of mountain climbing is being hit by a boulder. Keep your mountain-ears open for the sound of falling boulders, and avoid ledges where you don't have many escape routes. If you do find yourself about to become a bowling pin, try jumping over the boulder as it rolls toward you.

SHORTCUTS

The swirling winds at high altitudes cut tunnels into many mountains. You can use these caves as shortcuts to quickly go higher — or lower — on the mountain. Just remember that shortcuts can cause long delays. Walking into a bear's den or past Magica DeSpell's secret cave can put you in a mountain of trouble.

FALLING

Falling down a mountain is not dangerous — but *landing* is. In fact, the higher up the mountain you are, the harder you will fall. If you fall too far down a mountain, you'll be too dizzy to try again. But your troop can continue onward until it runs out of members.

JUNGLE SURVIVAL

IT'S A JUNGLE OUT THERE

A hike through the jungle is a welcome opportunity to hack through snake-infested swamps and swim among the hippopotami. Can you think of a better way to spend your summer vacation? Not when there's treasure to be found!

NOT SEEING THE JUNGLE FOR THE TREES

You can travel above the wet jungle floor by climbing trees and walking across the branches. When trees grow too far apart for climbing, use careful timing to swing from tree to tree on vines. You can also use the rubbery branches of Bali trees as spring boards for bouncing up into nearby trees. In fact, the fastest path through the jungle is at the intersection of Baliwood and Vines.

CROSSING RIVERS

Sooner or later, you will have to get your feet wet by trying to cross a river. Luckily, you can use friendly river animals such as hippopotami as stepping stones or rafts. But if they look like they are about to submerge or get too near a snake, try to reach the safety of the nearest tree.

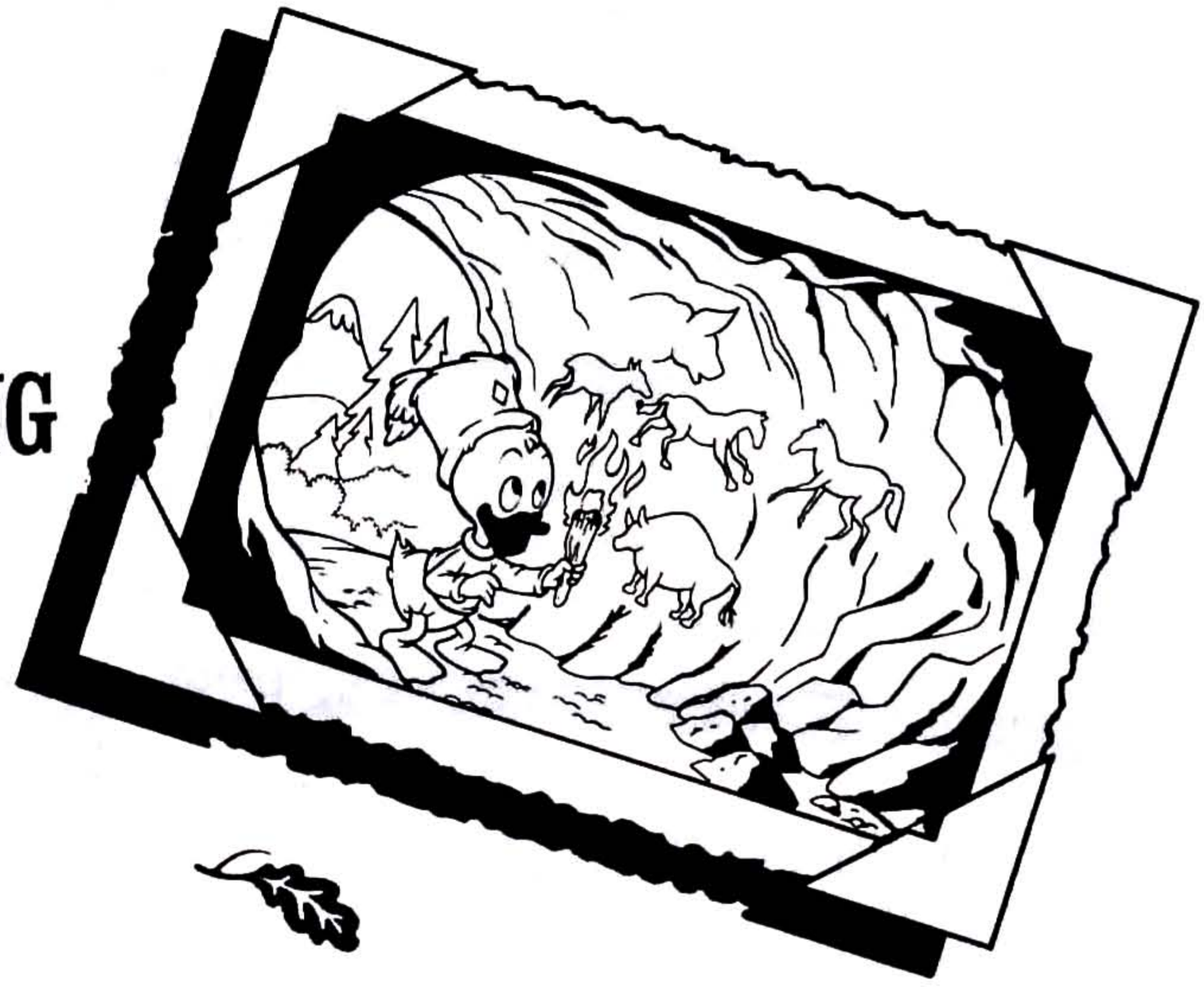
ON YOUR BEAST BEHAVIOR

Although some animals are friendly to Junior Woodchucks, others enjoy nothing more than showing you who are the real masters of the jungle. Mischievous monkeys may drop coconuts on you, pesky birds may knock you off branches, and growling jungle beasts may upset your balance. Stay clear of these creatures, although you may be able to sneak past them while they are asleep.

MAKING A SPLASH

If you fall into a river, you'll be too soggy to continue your hike. But, as with mountain climbing, your troop can continue onwards until it runs out of members.

EXPLORING CAVE



MAPPING YOUR WAY

Since an important part of every caving expedition is getting in and out safely, clever Woodchucks know the importance of map reading! A map should always tell you where you are, where your destination is, and sometimes, where danger lies. Many caves are connected like mazes, and your map helps you make sure you've tried every possible route. (You never know which way will lead you to vast underground riches or maybe even a really neat rock!)

IT'S THE PITS

For all their beauty, caves can be very dangerous. Bottomless pits, formed by water dripping throughout the ages, lie in wait for even the most expert explorer. Green slime sighted in a cavern is a clue that a pit is nearby. When you come to such a cavern, turn around and go out the way you came. Once you've plotted enough slime caverns on your map, you can deduce the location of the pits. Then you can feel more confident in exploring passages other than the one you came through. If you feel the ground slip beneath you, just remember. . . it's the pits!

CAVE LORE

Legend says that the great explorer Stanley Livingstone McDuck once released a mummy from its hidden catacomb. The mummy now prowls the world's caves hunting members of the McDuck family. Listen! Is that dripping water you hear, or is the mummy nearby? Of course, you need worry only if your last name is McDuck.

SHEDDING SOME LIGHT

The only light in a cave is what you carry, so finish your cave explorations before your torch burns out. A Woodchuck stranded in the dark must sit still and wait to be rescued (His wait won't be too long if he has the troop's dinner in his backpack.)

NATURE PHOTOGRAPHY

PHOTO SAFARIS

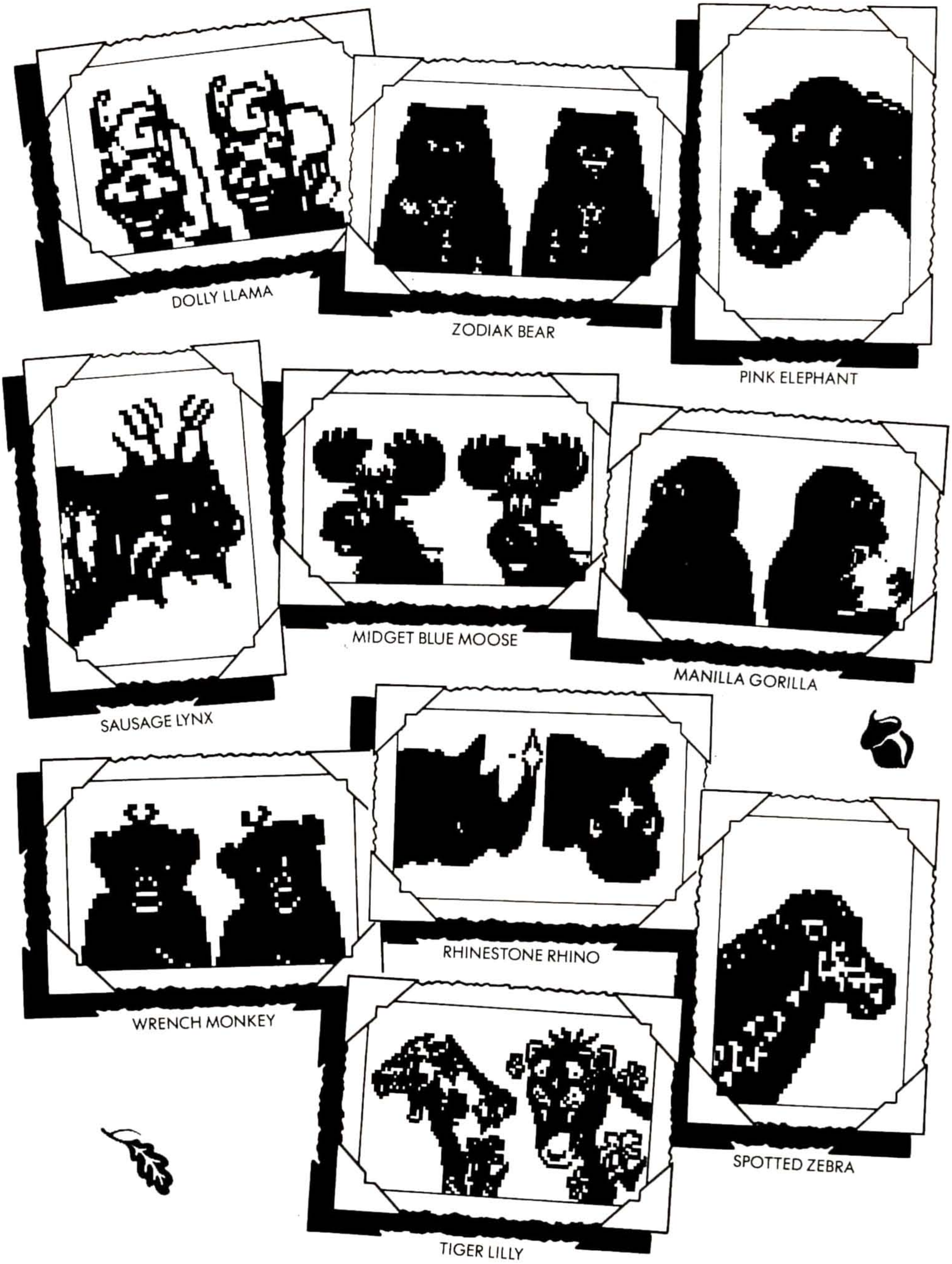
Photography is the best way to bring home wild animals, since man-eating tigers don't make the best pets. You may even find nature photography so much fun that you will plan entire "photo safaris" around taking a picture of a lion's back teeth.

CAMERA EQUIPMENT

At first glance, photography may appear to be a complicated and confusing mystery of shutter speeds, f-stops, and light readings. Well, you're right—it is. So forget all that. Just point your official Junior Woodchuck camera at the closest ferocious beast, push the button, and hope that you've remembered to load the film.

CHOOSING A SUBJECT

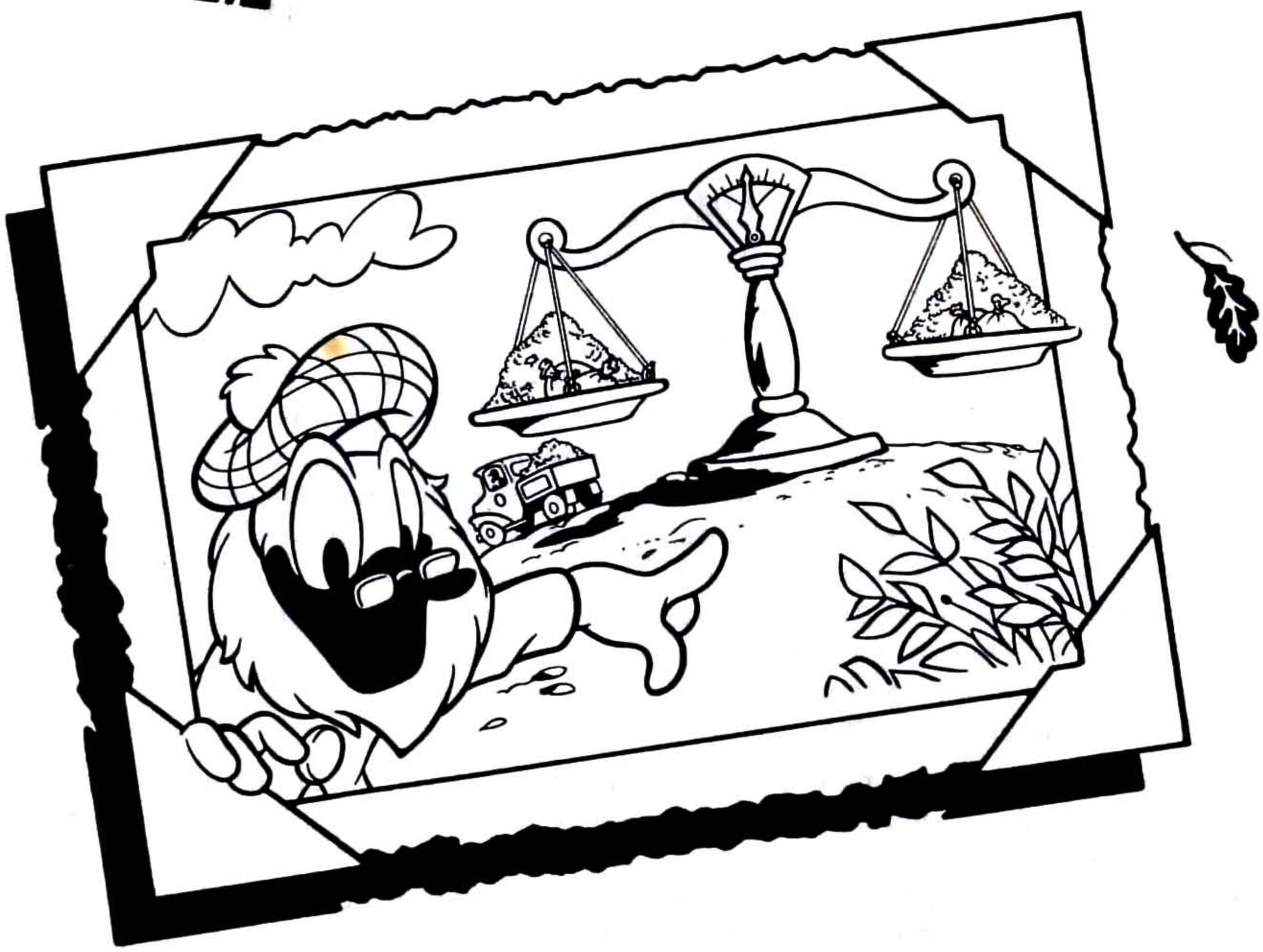
Your camera can only take twelve pictures, so don't waste them on photographs of ordinary animals such as apes and pachyderms. Look for the strange, exotic beasts instead. Here are pictures of animals so rare you can sell their photographs to the Duckburg Museum of Natural History:



NIGHT PHOTOGRAPHY

Many of the most exciting nature shots can be taken at night—like that of a leopard leaping into your tent. Since this is a bit too dangerous even for Junior Woodchucks, it's a good idea to finish your shooting before the sun sets.

MAN-MADE WONDERS



THE SCALES OF MACAROON

Woodchucks see many natural wonders in their travels. But there are also man-made monuments of steel and stone that are just as wondrous: the Great Pyramids of Egypt, the Great Wall of China, and the Great Grate of Duckburg. Of special interest to Woodchucks is the Scales of Macaroon. This is a giant balance for weighing vast sums of wealth. It is here that the rich and famous balance their checkbooks.

THE WORLD'S SECOND RICHEST DUCK

The Scales were built on the Isle of Macaroon by Flintheart Glomgold. Glomgold is everything that Scrooge McDuck is not: mean spirited, crooked, and dishonest. And those are his good points! Glomgold uses thugs like the Beagle Boys to block Scrooge's quests for gold. His goal is to become the richest duck in the world, and he knows that the only way to do that is by the destruction of the McDuck Empire!

HOW TO CHANGE THE BALANCE OF POWER

Glomgold has just offered Scrooge a challenge. Whoever can find the most money within thirty days will become *Dime Magazine*'s Duck of the Year. If you want to help Scrooge win, visit the Isle of Macaroon often to leave the treasure you've collected. That way, if your airplane crashes later, your money will be safe.

CUSTOMER SERVICE

If you have questions about this product, please call our customer service number at (818) 841-3326. Before dialing, please gather all information related to the query including the version number that appears on the program's title screen. This will make it easier for our service representative to offer assistance.

LIMITED WARRANTY

Walt Disney Computer Software, Inc. warrants to the original purchaser of this copy of the computer software program entitled Duck Tales: The Quest for Gold that the program disks on which this progam is recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. This warranty applies only to the original purchaser who has filed a registration card with Walt Disney Computer Software.

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